

CHILDREN'S PROGRAMMING COMMERCIAL LIMIT COMPLIANCE  
DISCREPANCY REPORT

**CHILDREN'S PROGRAMMING COMPLIANCE**

I, Rick White, in my capacity of Regional Program Coordinator of WSYX/ABC6, Columbus, OH, hereby certify that for the period from April 1, 2008 to June 30, 2008:

1. I am familiar with the commercial limits imposed by Section 73.760 of the FCC's rules (no more than 12 minutes per hour of commercial material may be broadcast during children's programming\* during the week, and no more than 10 ½ minutes per hour on the weekends);

\* 'Children's programming' when used here means programming originally produced and broadcast primarily for the audience of children 12 years old and under.

*Rick White*  
*7/2/08*

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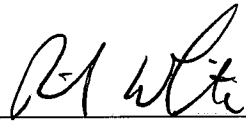
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\* 'Children's programming' when used here means programming originally produced and broadcast primarily for the audience of children 12 years old and under.

A handwritten signature in black ink, appearing to read 'Rick White', is positioned in the lower right area of the document.

**WEBSITE CERTIFICATION**

I, Rick White, in my capacity of Regional Program Coordinator hereby certify that for the period from April 1, 2008 to June 30, 2008, television broadcast station WSYX/ABC6 (Columbus, OH) has complied with the FCC's Website Rule relating to children's programming.

  
Signature

Rick White  
Print Name

7/9/08  
Date

**ABC COMMERCIAL LIMITS**  
**AND WEB SITE RULE COMPLIANCE CERTIFICATION,**  
**SECOND QUARTER 2008**

FOLLOWING IS A LIST OF ALL ABC TELEVISION NETWORK PROGRAMS DESIGNED FOR CHILDREN TWELVE YEARS OLD AND YOUNGER THAT WERE SCHEDULED FOR BROADCAST DURING THE SECOND QUARTER OF 2008, APRIL 1, 2008 THROUGH JUNE 30, 2008. THIS CERTIFIES THAT ALL OF THESE PROGRAMS WERE FORMATTED (IN THE ORDER AND AT THE TIMES INDICATED) TO ALLOW FOR NO MORE THAN 10.5 MINUTES OF TOTAL COMMERCIAL TIME PER CLOCK HOUR ON WEEKENDS AND 12 MINUTES OF TOTAL COMMERCIAL TIME PER CLOCK HOUR ON WEEKDAYS, OR HALF THAT ALLOTTED TIME FOR AN ISOLATED HALF HOUR OF CHILDREN'S PROGRAMMING:

IF THE NETWORK SCHEDULED A HALF-HOUR CHILDREN'S PROGRAM CONTAINING 5.5 COMMERCIAL MINUTES IN A CLOCK HOUR WITH A NON-CHILDREN'S PROGRAM, THE NUMBER OF NETWORK COMMERCIAL MINUTES IN THE CHILDREN'S PROGRAM WOULD HAVE BEEN DECREASED TO COMPLY WITH THE COMMERCIAL LIMITS.

**Children's Weekend Programs (series)**

1. Program: The Emperor's New School  
Duration: Half-hour (Saturdays, 9:00-9:30 AM NYT)  
Number of Network Commercial Minutes: 4:30
2. Program: The Replacements  
Duration: Half-hour (Saturdays, 9:30-10:00 AM NYT)  
Number of Network Commercial Minutes: 5:00

3. Program: That's So Raven  
Duration: Half-hour (Saturdays, 10:00-10:30 AM NYT)  
Number of Network Commercial Minutes: 4:30
4. Program: That's So Raven  
Duration: Half-hour (Saturdays, 10:30-11:00 AM NYT)  
Number of Network Commercial Minutes: 5:00
5. Program: Hannah Montana  
Duration: Half-hour (Saturday, 11:00 AM-11:30 AM NYT)  
Number of Network Commercial Minutes: 5:00
6. Program: The Suite Life of Zack and Cody  
Duration: Half-hour (Saturdays, 11:30 AM-12:00 PM NYT)  
Number of Network Commercial Minutes: 4:30
7. Program: Power Rangers: Jungle Fury  
Duration: Half-hour (Saturdays, 12:00-12:30 PM NYT)  
Number of Network Commercial Minutes: 5:00
8. Program: Power Rangers: Jungle Fury  
Duration: Half-hour (Saturday, 12:30 PM-1:00 PM NYT)  
Number of Network Commercial Minutes: 4:30

Children's Weekend Specials

None

Children's Weekday Programs

None

Children's Weekday Specials

None

\* \* \* \* \*

ALL ABC TELEVISION NETWORK PROGRAMS DESIGNED FOR CHILDREN TWELVE YEARS OLD AND YOUNGER, SCHEDULED FOR BROADCAST DURING THE SECOND QUARTER OF 2008, COMPLIED WITH SECTIONS 73.670(b), (c) AND (d) OF THE RULES OF THE FEDERAL COMMUNICATIONS COMMISSION, 47 C.F.R. § 73.670(b), (c) AND (d).

NONE OF THESE PROGRAMS, AND NO PROMOTIONAL OR PUBLIC SERVICE ANNOUNCEMENTS SCHEDULED BY THE ABC TELEVISION NETWORK WITHIN OR ADJACENT TO THOSE PROGRAMS, CONTAINED ANY URLS, WITH THE POSSIBLE EXCEPTION OF (a) FICTIONAL URLS IN PROGRAMMING, (b) URLS OF COMMERCIAL-FREE WEBSITES THAT SATISFY 47 C.F.R. § 73.670(b), OR (c) URLS, NOT UNDER THE CONTROL OF THE LICENSEE, OF NON-PROFIT OR GOVERNMENT ENTITIES, WITHIN PUBLIC SERVICE ANNOUNCEMENTS AIRED ON BEHALF OF THOSE ENTITIES, OR MEDIA COMPANIES IN PARTNERSHIP WITH THOSE ENTITIES.

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Affiliate Relations

Date: \_\_\_\_\_



THE TELEVISION  
SYNDICATION  
COMPANY, INC.

April 11, 2007

This letter will address the recently passed new legislation by the FCC regarding the children's programming issues for both digital and analog stations.

Specifically regarding the websites contained with the programming that TVS provides to stations to fulfill their E/I requirements, TVS warrants and represents that REAL LIFE 101, ULTIMATE CHOICE, KID GUIDES and WHAT'S UP! QUE PASA are in full compliance. TVS has sent a letter of compliance to the FCC regarding these series' websites.

Should you require anything further please let us know.

Best regards,

A handwritten signature in cursive script that reads "Cassie M. Yde".

Cassie M. Yde  
President

**USEFUL INFORMATION FOR  
COMPLETING THE CHILDREN'S TELEVISION PROGRAMMING REPORT  
FORM 398**

**"KID GUIDES"**

**FCC E/I Core Programming**  
**Target Age Group: 13 - 16 year olds**

**Describe the educational and informational objectives of the program and how it meets the definition of Core Programming:**

"Kid Guides" is a series "for" kids "by" kids.

This award-winning, action packed series takes kids behind the scenes of some of the top zoo, aquariums, museums, and other destinations in the world.

Our kid guides learn about the workings of the locations as well as the science behind what it takes to run the places. Whether it is learning about how to care for a white tiger, how to be a zoo keeper, how to handle snakes, or how to take underwater pictures, our hosts dive right in.

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**KID GUIDES AWARDS**

**Parents Television Council**

Kid Guides received the "Seal of Approval" from the Parents Television Council (PTC). The PTC's mission is to promote and restore responsibility and decency in the entertainment industry.

**Emmy® Awards**

The Ft. Worth Zoo Episode of Kid Guides won the show an Emmy® in the Children/Youth/Teen (19 and under) category at the 48th Emmy® Awards.

**Parents' Choice Foundation**

Kid Guides received The Parent's Choice Approved seal from the Parents' Choice Foundation. A Parents' Choice Approved seal indicates a wholesome product that helps children enjoy developing physical, emotional, social or academic skills.

**Worldfest Houston International Film Festival**

Kid Guides won a Gold Remi Award at Houston's Worldfest International Film Festival. WorldFest is one of the oldest and largest film & video competitions in



the world.

### **World Media Festival**

Kid Guides received the Intermedia-globe Silver Award for Children's Edutainment at the World Media Festival in Hamburg, Germany.

### **Telly Awards**

Kid Guides won two Telly Awards in 2006. The Telly Bronze was awarded for both the Travel and Children's Series categories.

### **KIDS FIRST!®**

Kid Guides received the "Endorsed Title" Two Star rating from KIDS FIRST!® for the Downtown Aquarium episode.

### **International Family Film Festival Award**

Kid Guides won the Best Educational TV Award at the International Family Film Festival (IFFF). Described as the Most Relatable Show for Children. The IFFF honors the best family entertainment in the world.

## **KID GUIDES EPISODE SYNOPSIS 2007-2008**

### **Episode 301 – National Zoo in Washington, DC**

Matt and Brittney travel to the National Zoo in Washington, DC. They get to see many of the zoo's 300+ species of animals, with in depth experiences learning how to care for pandas, how to handle venomous snakes, learning why poison dart frogs are critical to their environment, and how to care for elephants. On Explorer's Corner, Matt and Brittney learn what it takes to be an animal keeper at a zoo. We learn more details about pandas in our Animal Star segment.

### **Episode 302 – Franklin Institute in Philadelphia, Pennsylvania**

Matt and Brittney travel to Philadelphia to visit the Franklin Institute Museum. In addition to exploring the museums world leading attractions, they learn about hearts and go through a giant heart, they learn about how fireworks work, they use science to show how to shoot an egg without breaking it, and of course they meet up with Ben Franklin, who teaches tells them about electricity. On Explorer's Corner, Matt gets an ultrasound examination to learn about blood circulation. Benjamin Franklin is featured in our Animal Star segment.

### **Episodes 303 and 304 – St Louis Zoo in St Louis, Missouri**

Matt and Brittney travel to St Louis to visit the country's top ranked zoo. Here they see the hundreds of animals that the zoo has to offer. In addition, Brittney

participates in a Sea Lion show, Matt and Brittney learn about great apes and efforts to save orangutans in the wild, they learn about caring for penguins, they feed some laurakeets, get to feed otters behind the scenes, and help to care for and release butterflies. In Explorer's Corner, Matt and Brittney learn about the zoos effort to save the American Burying Beetle. The Animal Star is the Black Rhinoceros.

#### **Episode 305 – Downtown Aquarium in Houston, Texas**

Matt and Brittney travel to Houston to visit the Downtown Aquarium. Here they see an alligator feeding, learn about the ecology around oil rigs, help to create toys for White Tigers and then watch the tigers play with the toys, participate in feeding sharks, and play some games. Matt really gets into things, when he dons scuba equipment and helps to clean some tanks. On Explorer's Corner, Matt and Brittney get behind the scenes with the White Tigers and help to train and feed them. The show's Animal Star is the piranha.

#### **Episodes 306 – Ft Worth Zoo in Ft Worth, Texas**

Matt and Brittney travel to Ft Worth to visit another top ranked zoo. This time they see a really wide variety of animals. Their hands on activities include making enrichment items for orangutans and watching them eat them, watching an elephant painting session, feeding and petting giraffes up close, feeding a wide variety of birds, learning about otters and bears, and participating in a bird of prey training session. In Explorer's Corner, we get more details about enrichment items for animals. The Animal Star segment features flamingos.

#### **Episode 307 – Shedd Aquarium in Chicago, Illinois**

Matt and Brittney travel to Chicago to visit the Shedd Aquarium which is one of the top 2 aquariums in the US. They see a variety of fish. Their interactive sessions include learning about Caribbean reefs, feeding large fish, learning about crabs from around the world, and participating in the water with a whale training and feeding session. In Explorer's Corner, Matt and Brittney help out with physicals on sharks. The Animal Star is the Japanese Spider Crab, which is the largest crab in the world.

#### **Episode 308 – Monterey Bay Aquarium in Monterey, California**

Matt and Brittney travel to Monterey to visit the country's other top aquarium. Here they learn all about the fish off the waters of California Coast. Our interactive segments include learning about the reefs off of California, Matt cleaning up poop in a ray tank, and both Matt and Brittney putting on scuba gear to explore the aquarium's outdoor animal exhibits from the inside. Explorer's Corner features Matt and Brittney going behind the scenes of the aquarium's world renowned jelly fish program. The Animal Star is the Tuna.

#### **Episode 309 – The International Spy Museum in Washington, DC**

Matt and Brittney go undercover in Washington, DC, the espionage capital of the world, at the International Spy Museum. Here they take part in Operations Secret

Slumber where kids spend the night at the museum and perform a variety of missions to uncover the mole in their midst. They see the museum as they learn to disguise themselves and send secret messages. They learn spycraft to create their own dead drops. They even interview a real spy who worked undercover in the Middle East. In Explorer's Corner, Matt and Brittney teach kids how to create their own secret codes. Our Animal Star for the show is the Ninja.

#### **Episode 310 – Kids Sea Camp Certified Kids Program in Curacao**

In this episode, Matt refines his scuba skills by attending the certified kids program at Kids Sea Camp in Curacao. Matt dives Caribbean reefs to learn about underwater ecology, fish identification, underwater navigation, underwater photography, and a variety of other skills. Highlights of Matt's dives include diving in open water with dolphins and sea lions, seeing sea horses and moray eels, feeding sharks, wreck diving at one of Curacao's premier dive sites, as well as being swarmed by rays. Viewers learn along the way a lot about diving.

#### **Episode 311 – Dolphin Academy in Curacao**

In this episode, Brittney goes to Curacao to attend the Dolphin Academy, where she learns to be a dolphin trainer. She learns to prepare food for the dolphins and care for them. Throughout her week there, she gradually learns to perform dolphin tricks and takes part in dolphin shows at the Curacao Seaquarium. By the end of the week, Brittney is performing the dolphin shows while being in the water with the dolphins. Also, Brittney learns to scuba dive throughout the week, and viewers learn with her what it takes to get scuba certified.

#### **Episode 312 – SEAL team at Kids Sea Camp in Curacao**

In this episode, we are introduced to Jason, our youngest Kid Guide. He attends the SEAL team class at Kids Sea Camp, which is for kids aged 8-9. Jason learns to scuba dive throughout the show, going through different missions along the way. He participates in night dives, dives with groupers and rays, and in his final, dives in the open ocean. He also explores the Curacao Seaquarium and has dolphin and sea lion encounters along the way.

#### **Episode 313 – Georgia Aquarium in Atlanta, Georgia**

Matt and Brittney travel to the Georgia Aquarium, the top aquarium in the world, in Atlanta to see the prized whale sharks. They learn about the sharks as they feed them behind the scenes. They also learn what goes into the maintaining the largest fish tank in the world. Matt and Brittney also feed beluga whales and an octopus. They also get behind the scenes at the aquarium's 4-D live show and meet the star of the show.

#### **Episode 314 – Homosassa Springs State Wildlife Park**

Matt and Brittney travel to Homosassa, Florida to a park that features animals only from Florida. Here they feed bears, learn about alligators and bald eagles, and meet a hippopotamus that was declared a resident of Florida so that it can remain in the zoo. They also help prepare food for the zoo's manatees, and then

get in the water to hand feed them.

### **Episode 315 – Florida Aquarium in Tampa, Florida**

Matt and Brittney travel to Tampa to see the Florida Aquarium. Matt wastes no time as he dives into the shark tank to learn first hand what it is like to be surrounded by a dozen sharks. There is nothing between him and the sharks. Brittney soon joins Matt as they dive in the Coral Reef tank. They then jump in the ray tank to learn about what it takes to care for stingrays. Matt and Brittney then learn about how to create a home aquarium.

### **Episode 316 – Miami Metrozoo in Miami, Florida**

Matt and Brittney travel to Miami to experience one of the largest zoos in the world. They hand feed a rhinoceros, and get into the exhibit with giraffes and giant tortoises. A Twenty foot cobra then wraps the kids up, literally. The Metrozoo also has a huge aviary, and Matt and Brittney learn about a wide variety of birds.

### **Episode 317 – Diving with the Manatees**

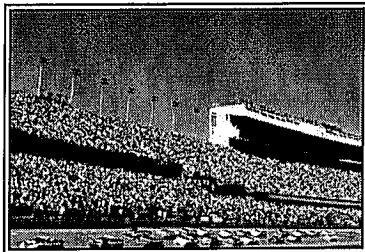
Matt and Brittney dive right into things as they travel to Crystal River, Florida where they snorkel with the manatees. They take a boat out and learn about the Crystal River ecology and why manatees congregate there. They play with manatees that literally play tag Matt and Brittney. Matt and Brittney quickly learn that they are snorkeling in waters with alligators as well. They also take a class to learn about manatees. To top off the show, and really learn about the manatee environment, Matt goes cavern diving to see the fresh water springs that provide the manatees their home.

### **Episode 318 – Best of Episode**

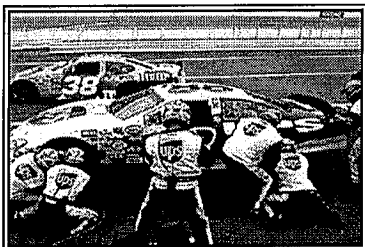
Matt and Brittney visit the Maryland Science Center in Baltimore, Maryland and revisit some of their favorite segments from the previous episodes as they go through the science center. We see Matt and Brittney feed tigers and giraffes. They also get in the tank with whales. They also show their favorite clips from Curacao, both diving and starring in a dolphin show. Matt and Brittney also reveal some of the behind scenes aspects of the show, and show some of their favorite bloopers.

# 3 WIDE LIFE

## 3WL MISSION STATEMENT



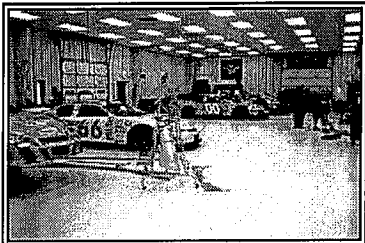
**3 Wide Life** meets the educational and information needs of children 13-16 years of age by providing viewers with an inside look at challenges met and lessons learned while competing in motor sports.



**3WL** looks at current NASCAR teams, crew members, business personnel and drivers who share their experiences, advice, and stories, educating teens and providing an in-depth look at the hard work and dedication it takes to achieve their goals.

**Overcoming Adversity** – Meet role models who have achieved their goals by overcoming adversity or physical disabilities.

**Crew Review** – Demonstrates the importance of teamwork by taking the viewer inside the workings of modern crew members.



**Racing as a Career** – Find out what internships, education and professional experience is needed to find yourself working on a racing team, either in competition or in business management

**Technology** – Explaining the technical aspects of racing, the equipment that make these machines technological marvels.



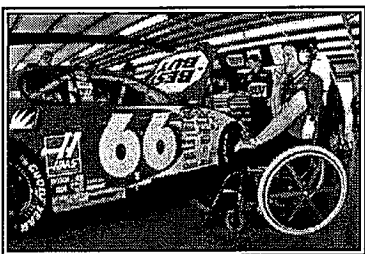
**Kids in Racing** – Spotlight of developing drivers around the country who are aspiring pros, and learn how their personal values have contributed to their achievements.

**Racing Roots** – Where racing begins; local short tracks and amateur series for kids and teens.



**Business of Racing** – What it takes to make a team operate, how sponsorship works, business management, problem solving, exploring marketing opportunities, providing insight and and explanation about the sport of motor car racing.

**Cause** – Team and sponsor philanthropies, and how the racing community helps out to improve the lives of others.



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**More Information:** Randee at [randee\\_m@cox.net](mailto:randee_m@cox.net) / 602.769.8736

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LEVERAGE  
sports



[www.LevSports.com](http://www.LevSports.com)



## ***HORSELAND***

### Curriculum Statement

**Mission:** To promote and reinforce positive social skills, interpersonal interactions, and character development to 9- through 11-year-olds via the portrayal of the actions and experiences of positive social models in the context of engaging and entertaining stories.

**Target age range:** 9 – 11 years.

**Need:** Surveys consistently find that parents want their children to acquire a range of positive attributes and abilities. Personal interviews and national surveys (e.g. The General Social Survey) consistently reveal the importance to parents of such personal characteristics as honesty, good sense and judgment, responsibility, independence, self-confidence, perseverance, etc., and such social attitudes and skills as consideration for others, respect for diversity, cooperation, friendliness, getting along with others, cooperation, and more. Many parents also note that it is difficult to find age appropriate television programs that model such attributes for young viewers, particularly those approaching the teen years.

**Concept and Approach:** Take a riding stable devoted to teaching dressage to young people, mix in half a dozen “tweens” from very different backgrounds, and a stable full of jumping horses (also from very different backgrounds) who, when people are not around talk to each other; add to the conversation the voices of one supercilious cat, one very curious pig, and a wise, old barnyard-dog, and you have a recipe for an almost unending supply of stories about how kids can learn to get along, accept responsibility, and develop self-confidence, self-esteem, and a strong, positive character. *Horseland* isn’t just a stable where kids learn to ride and take care of their animals. It’s a microcosm ... a small world in which three pre-teen girls and a boy encounter and learn to resolve many of the same kinds of problems and issues that most kids face in their daily lives as they struggle to become positive, productive adults.

Each week, Sarah (a child of wealthy parents), Alma (a first generation Hispanic), Molly (an African-American from the city), and Bailey (son of the stable’s owners) strive to become the best competitive riders they can possibly be. This entails learning not only the finer points of dressage, but also how to take care of their horses, the stable, and each other. As their friendship grows, they confront problems that put their honesty, their integrity, their self-confidence ... and sometimes even their friendship to the test. Their problems, and how they deal with them, serve to provide concrete examples of positive social behavior that can serve as excellent models for the viewing audience.

But *Horseland* goes a step further than simply portraying positive social models. The animals that inhabit Horseland have the power to speak to each other. And speak they do, often and raising questions about and commenting on the “strange” behavior of their young caretakers. Fortunately, the most stable and steady voice among the animal chorus is that of Shep, and old barnyard dog. He has been around long enough to have seen several generations of youngsters pass through Horseland, hence to have some pretty clear ideas about how people in general and kids in particular can and should behave. Shep’s comments to Teeny the pig and Angora the cat, as well as to the kids’ various mounts, helps to explain many of the social issues inherent in the our young riders face, as well as to underline and reinforce important lessons.

Ultimately, *Horseland*’s attractive, engaging preteen characters involved in clear, concrete actions that model appropriate prosocial behaviors, in combination with the questions, comments, observations, and explanations of the stable’s various four-legged inhabitants provide clear, powerful prosocial educational messages in the context of a highly entertaining, animated television series.

## ***Horseland:***

### **Educational issues and log lines**

#### **HL101 – FIRE, FIRE BURNING BRIGHT**

**E/I issue(s):** responsibility

**E/I synopsis:** The gang is going camping, and everyone is assigned duties for which they are responsible. When Chloe and Zoey fail to fulfill their responsibilities, the result is a disastrous forest fire and a race to escape the flames. The sisters learn a hard lesson about the importance of meeting one’s responsibilities.

#### **HL102 – WIN SOME, LOSE SOME**

**Educational issue:** being a good loser; accepting responsibility for one’s own actions

**Educational synopsis:** Alma is so sure that she is going to win the jumping competition that she fails to practice or to pay attention. Her performance suffers, and to make matters worse, Chloe is doing great. Then, when Alma discovers one of the judges is an old “friend” of Chloe’s mother, she is sure the fix is in and that Chloe is winning by cheating. When it turns out that the old friend is more of an old acquaintance, who does the sisters no favors Chloe has to eat a little crow for accusing Chloe of winning by false pretenses. More important, she has to take responsibility for her own poor performance.

#### **HL103 – YOU CAN’T JUDGE A GIRL BY HER LIMO**

**Educational Issue:** stereotypes; jumping to conclusions

**Educational synopsis:** When Sarah first joined the group at the Horseland stables, all the other kids knew about her was that she came from an extremely wealthy family. Jumping to the conclusion that any rich kid would be a spoiled brat and wriggle out of her share of the work, they are both rude and mean to her. But when Buttons is hurt, and it is Sarah who works to save him with no regard for her self, they begin to realize that it's a mistake to base judgments on stereotypes or even first appearances.

#### **HL104 – CRY WOLF**

**E/I issue(s):** a reputation for truthfulness

**E/I synopsis:** Frustrated by Chloe's and Zoey's constant catty remarks, Alma bends the truth a little in order to play a couple of jokes on them. The result is that everyone begins to believe that Alma is a little too willing to play loose with the truth. As a result, when Alma, just like the little boy who cried wolf, encounters a wolf, no one takes her seriously. She learns the hard way that telling the truth is always the best way.

#### **HL105 – BACK IN THE SADDLE AGAIN**

**Educational Issue:** Dealing with fear

**Educational synopsis:** When Molly takes a fall while riding Calypso over a jump, she has the breath and the confidence knocked right out of her. She becomes too frightened to even get back in the saddle, let alone try to jump again. Nothing the others can say will convince her to ride. But when she finds herself in a situation where she must ride in order to save Scarlet's life, she swallows her fears and mounts up – only to discover that the best way to deal with one's fear is to face them.

#### **HL106 – FAST FRIENDS**

**E/I Issue(s):** friendship

**E/I synopsis:** Zoey becomes impatient when Molly and Calypso have trouble learning part of a four-horse routine, and plots to exclude her from the team. She convinces Molly that Sarah and Alma want her to quit, and Sara and Alma that Molly wants to quit, completely ignoring how much being excluded hurts. When the others discover what Zoey has done, they not only make sure Molly is included, but give Zoey a painful lesson in what it feels like to be excluded.

#### **HL107 – PEPPER'S PAIN**

**E/I Issue(s):** fear of loss; stubbornness

**E/I synopsis:** When Pepper hurts her leg, Zoey fears that the horse she loves dearly may have to be put down. Rather than face the possibility of such loss, she stubbornly refuses to work with Pepper, completely avoiding the horse. Pepper, in turn, feels abandoned



and stubbornly refuses to work on rehabilitation. It is only when Zoey sees that Pepper is O.K. that she understands that her fear of loss has made her act foolishly.

#### **HL108 – THE AWFUL TRUTH**

**E/I issue(s):** the consequences of lying

**E/I synopsis:** When the Horseland students mistakenly hear Chloe claim she has mastered a very difficult jump, she does nothing to correct them. Indeed, when she sees admiration in Bailey's eyes, she expands on the lie, only to discover that she is going to be expected to live up to her claims. Before events are concluded, Chloe must admit her truth in front of a large audience in order to save her horse from serious injury, and she learns that even a little lie can come back and haunt the teller.

#### **HL109 – THE BEST LOSS**

**E/I issue(s):** friendship; friends can be different

**E/I synopsis:** Molly's two friends from the city have been dying to see Molly ride and plan to attend the weekend's dressage competition. Molly is terrified that her Horseland friends won't like her city friends and vice versa – so terrified that she turns into a grouch with everyone. But when her city friends seem to have gotten lost, and her Horseland friends forfeit the competition to help search for them, Molly realizes that friendship is about sharing such worries with all of her friends, and that even very different people can be good friends.

#### **HL110 – THE CAN-DO KID**

**E/I issue(s):** perseverance; patience; not quitting

**E/I synopsis:** The kids at the stable are amazed at how long Sarah will stick at a task. The problem is that her perseverance is equaled by her impatience, and she pushes Scarlet a bit too hard, ultimately injuring the horse. Horrified at what she has done, Sarah is ready to give up dressage. However, when a major storm forces Sarah and Scarlet to use the dressage steps they had been practicing, Sarah sees that perseverance and patience must go hand-in-hand.

#### **HL111 – THE COMPETITION**

**E/I issue(s):** friendship; winning isn't everything

**E/I synopsis:** The Horseland gang is having a good time practicing for a competition in Western riding, until they learn that the winner gets to meet a famous rock star. That's when the friendliness fades. They are so intent on winning, they begin to bicker and disrespect each other. It's only when Sarah sees Chloe and Zoey behaving in the same

way that she realizes what is happening, and convinces the others that friendship is far more important than winning.

#### **HL112 – *BOSS BAILEY***

**E/I issue(s):** leadership

**E/I synopsis:** Bailey is left in charge of the stables and preparing the gang for a big parade. Unfortunately, he gets carried away with his new “power,” and mistakes bossiness for leadership. It takes a great deal of confusion, and a near accident with Alma, before Bailey realizes that a good leader listens to his team

#### **HL113 – *A TRUE GIFT***

**E/I issue(s):** independence; stereotypes

**E/I synopsis:** Although Sarah’s blind cousin, Mary, is determined to ride and care for her horse independently, most of the other kids at the stable make the mistake of assuming that being blind means there is much she cannot do. Little by little, Mary demonstrates that she can function quite independently, shows them that she can do some things that they can’t, and teaches the others not to rely on stereotypes and untested assumptions.



## THE LITTLES Curriculum Statement

**Mission:** Promoting positive models of social behavior and character development while engaging and entertaining 5 – 9-year-olds.

**Concept and Approach:** Imagine a community of creatures 4 inches tall – half-human, half-mouse. These are The Littles – and they may be living in the walls of your house. In most ways The Littles act and think like Bigs (some folks call them Humans), but their sense of wonder, their thirst for adventure, and their capacity for kindness sets them apart.

This series focuses on one particular family of Littles – Grandpa (gruff, wise, and intent on sharing his wisdom with the younger Littles), Mom and Dad, Dinky (an irrepressible teen with a wild imagination who can be counted on to leap before he looks), and the two youngest: Tom and Lucy. They inhabit the walls of the home of 12-year-old Henry Big and his parents. Henry is the only Human who knows about the Littles; his archeologist parents who know that their boy sometimes acts a little strangely, and occasionally appears to talk to the walls, but don't really know why. The only one who Henry's suspects Henry's secret is a sinister scientist named Hunter. He believes, but cannot prove, that the Littles exist, and strives to capture them to prove his theory. These elements provide the ingredients for constant adventure, constant surprise, and engaging prosocial lessons.

In their quest to become productive adults, the Littles and their friend Henry face the same kinds of problems that young children face every day – issues of friendship, jealousy, honesty, prejudice, consideration for others, kindness, responsibility, risk-taking ... and more. Each episode of the Littles focuses on one such issue, presenting it in explicit, concrete terms. And young, attractive characters with whom children can identify carry out these actions, they serve as excellent role models for young viewers. Younger and older children, boys and girls, loners and social butterflies ... all can find a character with whom to identify and from whom to learn. And last but far from least, the character of Grandpa, a wise, experienced, older Little who clearly loves and cares for the Little kids, functions as the kind of non-threatening, non-didactic teacher to whom children respond. He frequently articulates the lesson inherent in the action as he interacts with and advises the Little children. He is the best kind of teacher.

The exciting adventures of the Littles and the suspense generated by their frequent narrow escapes from Dr Hunter are designed to capture and hold young viewers' attention. The explicitness with which each lesson is articulated and role models with

whom children can identify are designed to ensure that children note and understand the embedded prosocial content as they derive delight from the action.

## *The Littles*

### **E/I Issues and Synopses**

#### **LT101**

#### **BEWARE THE HUNTERS**

The Littles are being stalked by Dr. Hunter, a scientist determined to prove that an unknown species of little creatures is inhabiting the earth along with humans. When Dr. Hunter comes to Henry Bigg's house under the ruse of looking for rodents, he manages to capture Tom and Lucy Little in his vacuum. The Council of Littles blame Henry Big, claiming that you cannot trust others who are different, especially Bigs, who are very different indeed. Henry, Grandpa Little, and Dinky attempt to rescue Tom and Lucy, but it is not until they enlist the aid of other Littles, and everyone – including Henry Big – works together that Tom, Lucy, and the entire Little community is saved. That is how the Little community learns to trust Henry and realizes that most important thing about friendship is loyalty – not how one looks.

**E/I issue(s):** loyalty and friendship; others who are different

#### **LT102**

#### **THE BIG SCARE**

In wanting to join an "exclusive" boys club, the Fire Wheels, Henry almost gets hurt trying to perform a dangerous stunt required for his initiation. Next, Henry is asked to spend the night in a "haunted" house. When Tom and Lucy discover that the club president does not intend to admit Henry, and plans to scare him out of the house, they enlist Grandpa and Dinky and go to Henry's aid. When the club members find themselves in a dangerous situation, it is Henry and the Littles who come to their rescue. In the end the boys decide to invite Henry into the club, but he refuses on the grounds that he does not want to belong to a group that requires its members to do stupid and dangerous things.

**E/I issue(s):** taking foolish risks; risky initiations

#### **LT103**

#### **LIGHTS, CAMERA, LITTLES**

When the Littles decide to make a movie using Henry's home movie camera, they settle on a remake of "The Littles Wizard of OZ" starring Lucy in the title role. Jealous that he did not get a starring role, Tom decides to "lose" the film at the dump, but mistakenly deposits it in one of Dr. Hunter's traps. Worried that the Littles are in danger of being discovered by the sinister Dr. Hunter, Tom, Lucy, Dinky, and Grandpa try to retrieve the film from Dr. Hunter's lab, but they are unsuccessful. Fortunately, Dinky's amateur camera work made the whole film dark and out of focus, foiling Dr. Hunter's opportunity to prove that the Littles exist, and Tom learns that jealousy makes people do foolish things.

**E/I issue(s):** jealousy

**LT104****THE SPIRIT OF THE NIGHT**

When Lucy, Tom, and Frankie set out to perform their weekly LUCK – Little Unselfish Community Kindness – which means helping a BIG in need, they encounter a blind old woman whose landlord plans to evict her. The landlord has found her late husband's diary, which mentions a large amount of money hidden in their house. When the landlord tries to find the money without telling the old lady, the Littles vow to help her. They discover the money first, turn it over to the old woman, and are confirmed in their belief that the best reward is knowing you have helped someone in need.

**E/I issue(s):** Unselfishness; helping others

**LT105****THE LITTLE WINNER**

When Dinky wins a gas-powered model airplane in a Big people's contest, Grandpa warns him that if he claims the prize he will put all the Littles at risk. Nevertheless, he puts his yearning for a new plane ahead of this responsibility to protect his community, and takes off for the city to collect his prize. Grandpa, Tom, Lucy, and Henry risk life and limb in the polluted, litter-strewn city in order to save Dinky. Tom and Lucy get a first-hand lesson in how pollution puts living things at risk. In the end, Dinky is saved, but he loses the "prize" for which he turned his back on his responsibility;

**E/I issue(s):** Responsibility; pollution and litter

**LT106****THE BIG CURE FOR LITTLE ILLNESS**

When Tom and Lucy decide to ignore the warnings directing them to stay away from an area that Dr. Hunter has contaminated with poison gas, their mother, Helen, attempts to rescue them and falls very ill. Grandpa and the kids enlist the help of their friend, Henry Big to find an antidote. He feigns an illness similar to Helen's so that the big doctor will prescribe the correct antidote. Although the Littles are almost discovered, they find the antidote just in time, and Helen is saved – but not before Tom and Lucy learn that warnings are usually posted for a good reason, and that it is important to consider the consequences to others when they make decisions.

**E/I issue(s):** paying attention to warnings; considering others

**LT107****THE RATS ARE COMING**

A terrible rainstorm strikes Grand Valley driving thousands of rats indoors in search of food and threatening the Littles with starvation. Grandpa calls the Community Council together to form a plan to fend off the rats, but selfishness overcomes Milo, one of the rich old men on the council. He argues that he is not being personally attacked by the rats, therefore he should not have to pay to control them for others in the community. The storm increases until even Milo is threatened. Finally, the entire community realizes that they must put selfishness aside and work together. The rats are defeated. Milo realizes that he has put everyone at risk, and that sometimes the good of all is more important than individual costs and benefits.

**E/I issue(s):** selfishness; working for the good of all

**LT108****A LITTLE FAIRY TALE**

Marie, one of Henry's friends, receives a B on her report card. Fearing that her father will send her away to a private school for failing to get all A's, Marie runs away,

unknowingly taking Lucy Little with her. The search is on! After close calls with wild animals and the sinister Dr. Hunter, Lucy pretends to be Marie's "Fairy Conscience," and convinces her that it is better to talk about her problems with her father rather than try to run away from them.

**E/I issue(s):** talking problems out

**LT109**                      **THE LITTLE SCOUTS**

The Little children head for the forest with Grandpa and Dinky as part of a "Little Scouts" camping trip. They encounter a bear cub caught in a trap, and although their first instinct is to run away from "a dangerous bear," they ultimately rescue him and dress his wound. The next day, a pilot parachutes into the forest when his plane is damaged. The Littles find his unconscious body, and realize they must tend to and protect him until help can arrive. After Dinky damages the pilot's homing device, the gang realizes that his only hope is for them to take him to safety themselves, but they can't do it alone. Repaying the kindness the Littles showed him, the bear cub helps them rescue the pilot, and the Littles learn that one good deed often leads to another.

**E/I issue(s):** Kindness; helping others

**LT110**                      **LITTLE GOLD, A LOT OF TROUBLE**

When Henry Big and his friend Marie ignore some "No Trespassing" and other warning signs to play around an old abandoned mine, they become trapped far underground. Dinky sees them fall into the shaft and rallies the Littles to save the Big children. The dangers mount for the Bigs, the Littles, and an old miner they encounter. Ultimately, all are saved, but not before Henry realizes that he has put everyone at risk and that it is foolish to ignore warning signs...and wise to avoid playing in dangerous places.

**E/I issue(s):** safety; warning signs; avoiding dangerous areas

**LT111**                      **A LITTLE ROCK AND ROLL**

When the rock group "The Copacetics" comes to town, Ashley, Tom, Lucy, and Dinky are told they cannot attend because of the danger to themselves and the risk of discovery of the Little community. But the kids think they know better, and disobey their parent's decision. Ashley tricks Dinky into flying to the concert; Tom and Lucy go in Henry Big's shirt pocket. It doesn't take long for the kids to get into trouble. Ultimately, Grandpa must come to rescue the Little children from the crowd, the rock-concert special effects equipment, and the eager clutches of their familiar foe, Dr. Hunter. Escaping by the skin of their teeth, the Little youngsters learn that parents set rules and boundaries for good reasons; usually they are trying to protect their children.

**E/I issue(s):** obeying parental decisions

**LT112**                      **THE LITTLE BABYSITTER**

The Littles have a lot on their hands when Henry Big talks them into taking over babysitting a Big baby, Oscar. Henry wants to ignore his responsibility to take care of the baby in order to go out and join his friends. In spite of Grandpa Little's reservations, Lucy insists that she is up to the responsibility of taking care of a Big baby.

Unfortunately, the baby's antics keep the Littles scrambling, and things really heat up when a small fire breaks out. The fire is too much for the Littles to handle alone, so Grandpa and Tom race against time to find Henry. They get through to the Big Fire Department just in time to save the house, the baby, and Lucy. In the end, both Henry and Lucy learn difficult lessons about the nature of responsibility.

**E/I issue(s):** Responsibility

**LT113**                      **THE FOREST LITTLES**

While on a picnic, Grandpa tells the Little children of the legend of ancient Little natives rumored to inhabit the forest. Soon after, Lucy and Anne are swept away on a tiny boat they find moored along the edge of a raging river, and into a strange new world inhabited by strange Little people who live, dress, and talk differently. Grandpa, Dinky and Tom, give chase. When they, too, encounter the strange, different people, they assume the worst – that is, that different equals dangerous, if not downright bad. But when Hunter's ferret almost captures them, it is the heroic actions of the natives that save the day, and Grandpa and the other Littles learn a valuable lesson about not prejudging others just because they look different.

**E/I issue(s):** prejudice; diversity

**LT114**                      **FOR THE BIRDS**

When the Community Council announces plans to create a Littles City Zoo, Lucy expresses grave reservations about caging wild animals. Ashley makes fun of her concerns, leads the hunt for zoo specimens, and treats the captured animals badly. During the hunt, Lucy and Tom rescue and help an injured baby bird, but when Ashley discovers what they have been doing, the plans to take the bird for the Zoo. But when he tries to carry out his plan, a bear traps Lucy, Dinky, and the injured bird. It is only through the help of the Mother bird that the Littles are saved and Lucy is able to convince even Ashley that wild animals deserve to roam free.

**E/I issue(s):** environment; respecting wild life

**LT115**                      **TWINS**

At the unveiling of Dinky's new gas powered automobile, Dinky's hopes of glory are dashed when the press ignores his efforts and turns its attention to the first Little Twins ever born. Dinky becomes terribly jealous, and tries to regain all the attention now given to the twins. He steals a marvelous brass bed meant as a gift for the babies, and throws a stunt show featuring him and his new car. But the stunt show is a disaster, and he guiltily tries to return the bed, not knowing that Hunter and the ferret are following him.

Grandpa comes to the rescue, and Dinky faces his guilt and learns a valuable lesson about the problems jealousy can cause.

**E/I issue(s):** jealousy; share the limelight

**LT116**                      **EVERY LITTLE VOTE COUNTS**

When the mayor sets rules keeping folks from the Littles community from going outside in order to protect them from Hunter, the Little people are unhappy. They call for a new election and support builds for Smiling Al, a con-man who tells people whatever they

want to hear. To make matters worse, those Littles who still support the old mayor are either "too busy" to get out and vote – or believe that one little vote does not matter. But when Smiling Al's supporters rush outside to celebrate what seems to be a sure victory, the sinister Hunter traps them by the dozen! Grandpa, Dinky, and the old mayor race to save the people while Tom and Lucy race to get out the vote before the polls close. Ultimately, the trapped Littles are set free, the old mayor wins the election by a single vote, and everyone learns that it is participation that makes a community and that every single vote counts.

**E/I issue(s):** democracy; participation

**LT117**

**THE LITTLE'S HALLOWEEN**

Grandpa sets out to prove that ghosts and "grulies" are just superstition, and superstitions are nothing to be afraid of. He takes the kids to visit Cousin Zachary who lives in what Henry and his friends think is a haunted house. The Littles arrive to find that Cousin Zachary has disappeared. In their search for him, they are menaced by spiders, rats, cats, and their own superstitions, but they finally solve the mystery of the not-so-haunted house and Cousin Zachary's disappearance. Tom, Lucy, and Dinky learn that it's foolish to be influenced by superstitions.

**E/I issue(s):** superstition

**LT118**

**WHEN IRISH EYES ARE SMILING**

On a trip to Ireland with Henry and his parents, the Little kids overhear an elderly Irishman's story about leprechauns and how that very night is the perfect night to trap one in the yard. Taking advantage of Dinky's gullibility, Ashley, Tom, and Lucy trick him into dressing in green and sneaking out to the garden to catch his own leprechaun and earn his own pot of gold. However, their practical joke backfires when the old Irishman traps Dinky. Believing he has caught a real leprechaun, the old Irishman heads for the Fair to put his prize on display. Henry, Grandpa, and the kids must find a way to rescue Dinky. The kids also have to learn a hard lesson about how practical jokes that take advantage of others can backfire in dangerous and not very funny ways.

**E/I issue(s):** practical jokes

**LT119**

**A LITTLE DRUNK**

Henry wins a trip to Hollywood to meet movie star Kurt Corwin and the Littles go with him. They are quickly disillusioned when they discover Corwin is nothing but a loud-mouthed drunk and his superhero stunts are fake. Nevertheless, star-struck Dinky emulates Corwin, gets drunk himself, and takes Grandpa on a wild and dangerous drive in a miniature car. Meanwhile, Corwin accidentally sets the sound stage on fire. With some quick thinking, Lucy ultimately manages to save him, and both Dinky and Corwin begin to see how their drinking put themselves and others in danger. Both vow to avoid alcohol in the future.

**E/I issue(s):** drinking alcohol

**LT120**

**THE LITTLE GIRL WHO COULD**

The Littles go to the country to visit their cousins. Lucy is excited about meeting Karen, her long-time pen pal. She is astounded to discover that Karen must use a wheelchair



because a childhood accident rendered her legs useless. The boys are somewhat skeptical about Karen's ability to do anything, and Ashley in particular wants nothing to do with her. However, time and again Karen shows Lucy how capable she is, and when the boys lose themselves in a terrible blizzard, it is Karen who proves her worth by knowing what to do and how to do it, saving all their lives. The kids all rethink their preconceptions that disabled people are helpless, particularly those who refuse to let themselves be helpless.

**E/I issue(s):** disabilities; preconceptions about the disabled



## Sherlock Holmes in the 22<sup>nd</sup> Century

***“Elementary my dear Watson...when you have eliminated the impossible, whatever remains, no matter how improbable, must be the truth.”***

These thoughts and dozens like them lie at the heart of both the Sherlock Holmes canon and the “educational” approach in *Sherlock Holmes in the 22<sup>nd</sup> Century*.

Holmes’ timely return offers an ideal device for engaging and entertaining young viewers while:

- 1) building invaluable problem-solving and information management skills and
- 2) modeling the pro-social values and behaviors associated with enduring friendships and effective teamwork. Overarching educational opportunities that flow naturally from the characters and familiar story lines include:

- Motivating kids to see critical thinking and team problem-solving as exciting, fun, and within their capacity;
- Demonstrating fundamental principles of gathering, evaluating, and interpreting information and using it to imagine, present, and test plausible scenarios;
- Modeling and showing positive consequences of friendship, responsibility, honesty, creativity, perseverance, and respect for self, for others, and for the power of ideas.

In short, we want viewers to be so caught up in the characters’ relationships and adventures and so drawn by Holmes’ passion for problem solving, for teamwork and healthy competition, for the thrill of the chase, the excitement of denouement, and the deep satisfaction of a case well-solved—that they *naturally* adopt positive attitudes and behaviors.

### **Educational Themes:**

***Problem Solving:*** It is an integral part of Holmes’ character habitually and explicitly to describe how he solves the crimes and puzzles he encounters. This provides an excellent opportunity to model and encourage problem-solving skills on the part of young viewers. What better format than the mystery story to insure that “lessons” about problem solving flow naturally and seamlessly from the story? Who better than Holmes, that greatest of problem solvers, to demonstrate the excitement, challenge, and sheer pleasure of pitting one’s brain cells against any mystery one can imagine? By repeatedly portraying key problem-solving strategies in ways that flow from the characters and events, we can show the power and importance of:

- ***Observation*** (“active looking and listening”) guided by provocative questions (*What do you see? What do you hear? How are some things similar? How are they different?*) These are exactly the kinds of questions Holmes asks himself each time he encounters a crime scene, a mystery, or a problem. A repetitive strategy here might be to encourage viewers to pause, take a breath, and observe and describe what they see, hear, etc. Holmes could encourage

such behavior in his comments to the Baker Street Irregulars and/or to Beth Lestrade, all of whom, by virtue of their youthful inexperience and enthusiasm are inclined to leaping before looking.

- **Reflection and Imagination** (*What might it all mean? What else might it all mean? How do I know what I know? What other information do I need? How can I get it?*) Once the facts have been collected, problem-solvers organize, combine, and recombine them, make inferences, and ask what it all means. Imagination leads to theories and hypotheses which can then be presented, compared, and tested in light of new information. Here, one might show Holmes constructing alternative scenarios, bringing facts to bear on them, and openly noting where they fit and where they do not. Through this process it might be possible to show how everyone on the team can bring new and valuable perspectives and information and also, that one is more likely to learn from a good mistake than from simply being correct.
- **Fact-based Flexible Thinking** (*i.e. openness to new information and new ideas; willingness to consider new and/or a wide range of alternatives and when facts don't seem to add up, always **checking one's premises**.*) Flexible thinking refers to a willingness to change our theories, despite biases and preconceptions, when evidence tells us to do so. We need to evaluate the quality of information and follow the best of it wherever it leads. In the original stories, much of the interplay between Holmes and Watson was built around Watson's tendency to "rush to judgment" and then bend facts to support his preconceptions. (I know what I believe, don't bother me with facts.) Holmes, in contrast, was always prepared to adjust his hypothesis even when the facts lead him to an "improbable truth."

**Pro-social attitudes, values, and behaviors:** Also intrinsic to the Holmes' canon are the established friendship between Holmes and Watson and the rough and tumble but nonetheless steadfast and caring interactions between Holmes and the Irregulars. Watson's admiration for Holmes' genius is matched by the unquestioning trust Holmes' places in Watson. Their friendship is rooted in an almost palpable mutual respect and loyalty.

In befriending and enlisting the Irregulars as trusted partners, Holmes engages them in the sort of enduring, respectful, caring relationship that many of today's very real children don't even know how to imagine. Viewers who observe and identify with the Irregulars and their caring, crafty mentor will be drawn into the adventures and interactions of people who respect and care about themselves and each other and who achieve good ends while behaving responsibly, reliably, and honestly. By persevering (with creativity and plenty of humor) and by treating adversity as "an adventure rightly viewed" and mistakes as "information," characters will help viewers to adopt these same life enhancing qualities.

### **Some Ideas for Educational Devices and Components**

**Computers, Telecommunications, and Information Technology:** In addition to problem-solving skills and pro-social attitudes and behaviors, educators and business leaders recognize the importance of integrating technology use into the education and socialization of *all* children. Given the sci-fi environment, the androic nature of the 22<sup>nd</sup> Century Watson, Holmes' willingness to use computers and futuristic gadgets, and Tennyson's computer genius, it seems natural to take advantage of the opportunity to illustrate a few things about gathering information and communicating on-line.

The use of "e-mail" to communicate with the Baker Street Irregulars (who like to hang out in the community center computer room while evading the vigilant neighborhood foot patrol) would also permit them to gather and exchange information with Holmes and be a more active part of the show without adding greatly to production costs. These kids are likely to be among the

shows strongest draws for young viewers, so having more of them could be a big plus—even if they are just “telecommuting.” (We could see their hands or even just their screens as messages are tapped out and read and hear Holmes reading those messages.)

Holmes could convey his “slow down and think” theme by helping the kids to shape and modify searches. They could demonstrate their useful technology prowess by coming up with unusual sites and interesting factoids from real sites—e.g. the British Museum, NASA, us.gov.org, etc. With Holmes mentoring, they could also learn the important lesson that not everything found on the WWW is to be believed!

**Some skills, competencies, and strategies:** Numerous problem-solving “sub-strategies” or activities can be developed to illustrate each of the central themes described above. Here are some to consider. To the extent that they can be incorporated into story themes, sub-plots, or components, go for it!

**Some skills, behaviors, and habits of effective problem solvers:**

- observing
- abstracting
- categorizing
- generalizing
- making inferences and deductions
- assigning effects to causes and causes to effects
- forming and testing hypotheses
- imagining consequences and sequences
- reflecting, planning, predicting, strategizing
- segmenting wholes into parts and building wholes from parts
- generating alternative explanations
- presenting and defending a position
- respecting the perspectives, ideas, abilities of others
- recognizing that diversity (of people and sources) increases information
- recognizing bias in oneself and in others
- being willing to risk mistakes
- seeing/using mistakes as opportunities to learn

**Highly valued character attributes**

- responsibility
- reliability
- honesty with self and others
- respect for self, for others, and for the power of ideas
- humor
- kindness
- compassion
- loyalty
- respect for diversity
- perseverance

## EPISODE SYNOPSES

(with FCC Focus)

**“When you have eliminated the impossible, whatever remains, no matter how improbable, must be the truth.”**

### **SHC101                      THE FALL AND RISE OF SHERLOCK HOLMES**

*INSPIRED BY “THE FINAL PROBLEM” BY SIR ARTHUR CONAN DOYLE*

Inspector Beth Lestrade is hot on the trail of a criminal - but in the 22nd Century, that's no longer a common occurrence. What's happened to New London's "fool-proof" crypnosis process that controls crime by mind control? Beth believes it's been sabotaged by the criminal genius Professor James Moriarty. But he's been dead for over a century! To prove her theory, and catch the crook, Lestrade brings back to life the only man smart enough to have ever defeated Moriarty... Sherlock Holmes. Holmes tracks the villain's moves until he is cornered in a final confrontation in the heart of the computer itself! The system is back on line, but the master villain's identity eludes them. For now.

**E/I Issue(s):** When problem solving, you must be flexible. Be willing to change a theory or hypothesis when the validated facts don't fit it.

### **SHC102                      THE CRIME MACHINE**

*INSPIRED BY “THE VALLEY OF FEAR” BY SIR ARTHUR CONAN DOYLE*

New London is in the grip of a massive crime wave. There is chaos everywhere. But why? New Scotland Yard's anti-criminal brain manipulation program is working fine. And the crimes themselves are most perplexing: animatronic creatures being released from the zoo, computer warehouses being looted... the mystery deepens. Holmes is called into New Scotland Yard and deduces that the heart of the criminal activity is in the city's long abandoned underground. With the guidance of three street-wise kids, the Baker Street Irregulars, Holmes, Watson and Lestrade plunge into the shadowy depths. They discover that Fenwick has created a make shift lab where he is turning ordinary citizens into criminals through brain washing! Holmes foils the plot and the three narrowly escape in a runaway train - but Watson sinks like a stone in the Thames when they crash. When poor Watson finally struggles onto the river shore, Holmes is overjoyed, and realizes he has come to see the robot as his true friend after all.

**E/I Issue(s):** Be sure to value and respect your friends.

### **SHC103                      THE HOUNDS OF THE BASKERVILLES**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

The old legend of "hounds on the moon" appears to be true when three children go missing from a guided tour of the Apollo Astronaut Park. Only their shredded space suits are left behind. The eerie howling of *something* can be heard echoing over the entire domed resort of Galileo City and the tourists are leaving in droves. But Sherlock Holmes is not convinced. He suspects there is a all too human reason behind this "supernatural" phenomenon. His sleuthing quickly dispatches the mythical beast for what it is - trickery created by Moriarty to vacate the moon so its powerful defense system and resort would be his to rule the earth from. Holmes finds the kids

in the heart of the power plant. He and Moriarty struggle while Beth pulls the kids from the turbine chamber. Moriarty escapes, leaving them all to certain death unless they can stop the computer countdown. But they are locked out - only Moriarty's thumbprint can control the computer. Using what she has learned from Holmes, Beth does a little deducing herself, Lestrade style - by shooting off the control pad Moriarty last touched to get a clear print. "Destructive, but effective", Holmes has to grudgingly admit. The day, and the earth, is saved.

**E/I Issue(s):** When facts don't fit a theory, change the theory! It is foolish to hold on to a belief (or superstition) when evidence contradicts it.

#### **SHC104**                      **THE FIVE ORANGE PIPS**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Joseph Openshaw opens a mysterious envelope delivered to his remote country estate. The cryptic note reads, "Place it on the sundial." Puzzled, he pours out the contents of the envelope - five orange seeds. He gasps in recognition and instructs his young son, John, to find Sherlock Holmes just before he blacks out! Holmes soon discovers that the pips have a natural poison on them, causing Joseph's coma. The Openshaw are anti-techs. Joseph and his brother, Elias, were the leaders of a radical group that had invented a cyber nest that could wipe out all computers forever. But rather than unleash it on the world, Joseph abruptly disbanded the group and retreated to his estate. Why the sudden interest in the cyber nest now and who poisoned Joseph? Holmes discovers it is Moriarty again - he wants to use the cyber nest to wipe out New Scotland Yard's databank and hold the world hostage. In a standoff, Holmes gives Moriarty the cyber nest to get the antidote for the coma. Only Holmes knows that the cyber nest is useless now. Joseph and Elias are saved and young John Openshaw learns the true value of someone is in their heart, not what they are made of.

**E/I Issue(s):** A subtly disguised lesson against bigotry and racial intolerance. Preconceived or highly emotional ideas can bias the way one perceives things and cause misinterpretation of facts.

#### **SHC105**                      **THE ADVENTURE OF THE EMPTY HOUSE**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

At last, Sherlock has Moriarty cornered! They battle on a rooftop over New London's laserwave sanitation grid. Suddenly, a blinding flash of light distracts Sherlock - Moriarty lunges for him, and they both fall to their deaths... or do they? Watson himself witnesses the two haunting flashes of something being disintegrated by the grid. However, life must go on - as crime never stops. Lestrade brings Watson to the scene of the latest bizarre crime. A young hot shot laser tag tournament star has been frozen solid in his room - why? As they begin to uncover the clues, they discover that the young hot shot was cheating - his laser blaster had been rigged to never need recharging. Did one of the opposing players catch on and take him out of competition the hard way? And who is the strange old man dogging Watson's every step? No other than Sherlock Holmes - he caught himself on a ledge and tricked whomever was shooting at him into believing he was dead by dropping a brick off the ledge - that is what Watson saw. The same marksman who shot the freeze ray at Holmes is the one who froze Ronny Adair. In a gripping showdown in the laser tag arena, Holmes confronts the shooter and unmask him - no one than Ronny's partner, Moran. Moran had rigged the blaster, and when Ronny got too close to the truth, he put him on ice. He also was paid by Moriarty to freeze Holmes once and for all... but Holmes outsmarted him. Unfortunately, Holmes was not the only clever one - since Watson

saw two flashed hit the grid simultaneously, that means Moriarty was able to save himself as well... and is still out there.

**E/I Issue(s):** As demonstrated by Watson, no matter how bad things look, it's important to handle your emotions and not fall apart. Strong emotions can interfere with the logical thinking necessary to make the situation better.

#### **SHC106**

#### **THE ADVENTURE OF THE SUSSEX VAMPIRE**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

The Sussex County Holocomputer System has been drained of every drop of data, by what appears to be a vampire. Byte-sucking fiend or computer generated count? Holmes and Watson study the security video - the creature cackles at the camera as he holds up a holodisk and crushes it in his death like grip. Next the creature hits London First Bank, but Beth has him cornered, or so she thinks. The creature has locked himself in the bank vault and again, is laughing at them. Beth breaks out the ionic cannons and blasts her way through to the vault - only to find nothing there! Holmes is not surprised. He calls on the Irregulars to help him track this alleged vampire. Diedre notices this vampire has a sense of fashion - the single nail done in yellow - a trend that is all the rage among young New London girls like her. This coupled with Tennyson's ability to track the creature unique electronic signature leads them all to its' lair. Including Moriarty! He traps Holmes and the gang, intent on making the vampire into his ally. But Beth foils the Moriarty. Once safe and alone, Holmes tells the "vampire" she may reveal herself - as the 10 year old girl she is. Miss Amanda Wheelright, a hacker famous among computer geniuses like Tennyson. She had accidentally stumbled onto Moriarty scheme to steal data, and created the vampire to foil him. Having done that and vanquished Moriarty, the only thing left to explain is all the destruction Beth caused at the bank breaking into the vault!

**E/I Issue(s):** Don't stop asking questions until all the answers are found.

#### **SHC107**

#### **THE CROOKED MAN**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Nancy Barclay and her husband, James have always been a happy couple. So what could have possessed her to fight passionately with him behind closed doors one stormy night? The maid hears crashing and screams. She orders the household robot to smash the door in - and discovers Nancy unconscious on the ground and James gone. Holmes is called in. He investigates the strange day Nancy had prior to fighting with James, while Lestrade looks into James' company - both roads lead to bio-engineering and an experiment that's been declassified. When file number 389X4 comes to light, Holmes finds himself in the company of Victor Morris, the inventor and lone subject of an experiment in bio-engineering gone horribly wrong. James had convinced Victor to use the experiment on himself, turning Victor into a monster. With Victor out of the way, James stepped in and took both Victor's fiancée, Nancy, and her father's company. Victor came back for answers and revenge - but James isn't giving up his stolen life so easily. In a dramatic struggle, Holmes convinces Victor to spare James his life - Nancy has already seen who the real monster is. With James behind bars, Nancy reunites with Victor, and devotes her father's company to helping finding a cure for Victor.

**E/I Issue(s):** One cannot judge by appearance. Sometimes the monster is concealed behind a fair face. True beauty lies within.

**SHC108****THE 'GLORIA SCOTT'***INSPIRED BY SIR ARTHUR CONAN DOYLE*

An old friend of Holmes' has arrived at 221b Baker Street with an urgent problem. Victor Trevor shows Holmes the mysterious note his father left him. "To my third son, your Gloria was a Scott." But it makes no sense; Victor is Edward's only son. Holmes quickly deduces that the note is a code. Reading every third word, he comes up with the name "Gloria Scott". But who is she and what connection does she have with Victor's father's disappearance? Holmes investigates while Lestrade and Watson look into a recent prison break. Little do they know that their cases are connected! Holmes discovers that Gloria Scott is not so much a "who" as a "what". It is part of the name of the "Gloria Scott Reilly"; a prison shuttle that had a convict breakout 25 years ago. Victor's father was a wrongly accused criminal who was forced to take part in the break out. Now, the prisoner behind that disaster has broken out again and has come after Victor's father – using blackmail about the original crime. It is up to Holmes to go undercover on the new prison shuttle and stop this man before history repeats itself and he breaks out again!

**E/I Issue(s):** It's always better to tell the truth rather than try to avoid consequences.

**SHC109****THE RESIDENT PATIENT***INSPIRED BY SIR ARTHUR CONAN DOYLE*

Lestrade is hot on the tracks of Fenwick and his crew. She has traced them to an "abandoned" building in a run down part of New London. But when she goes in to corner them, all she finds are three mild mannered citizens. What is this trickery? Sherlock Holmes is called in to investigate. He deduces that the three allegedly "innocent" citizens are indeed Fenwick and his gang! Moriarty has forced Dr. Percy Blessington, a renowned plastic surgeon, to use his "DNA Washer" device to alter their appearances completely. Using the DNA Washer himself, Holmes then transforms himself into the likeness of Dr. Blessington -meeting up with Moriarty at the appointed time and foiling his plot to swap out the leaders of the free world with his own henchmen!

**E/I Issue(s):** Things are not always as they seem. Look closely for clues that what you see is the truth.

**SHC110****THE SCALES OF JUSTICE***INSPIRED BY "THE ADVENTURE OF THE SPECKLED BAND" BY SIR ARTHUR CONAN DOYLE*

There's been a robbery at Genie Tech - the impenetrable "safe room" is apparently not so impenetrable after all. A locked room, with no windows and no way out. Sherlock Holmes is on the case. He discovers tiny scales in the otherwise spotless room which prove to be a mysterious hybrid species the lab boys can't pin down. Investigating the snake scales leads him to several suspects. There's the eminent herpetologist Grimsby Roylott, a man who is trying desperately to keep the much eroded traditional London Zoo afloat while 22nd Century kids would much rather be entertained by bottle bred hybrid creatures. And there's Forest Chapman, the proprietor of the Mythological Museum, a spooky place where just such monstrosities are created and displayed. Watson suspects the frightening huckster Chapman. But Holmes looks past the obvious, and discovers that Dr. Roylott has mixed his own DNA with a python's to do his daring robberies, all in an attempt to raise enough money to keep the zoo going for the future. Although well intentioned, Dr. Roylott must be stopped. Holmes wrestles with the man-snake for his life,



winning the day - and Dr. Roylott's daughter is left to carry on her father's fight for the zoo using legal methods.

**E/I Issue(s):** Don't be willing to accept the first explanation before examining more rational theories. Look closely for something that doesn't belong.

#### **SHC111**

#### **THE ADVENTURE OF THE BERYL BOARD**

*INSPIRED BY "THE ADVENTURE OF THE BERYL CORONET" BY SIR ARTHUR CONAN DOYLE*

Alexander Holder rushes into Holmes' apartment in a panic. His family and the family of the famous computer dynasty, Helfand Payne II and his 10 year old genius son, Helfand Payne III, are in ruins. Holder caught his own son stealing the top secret computer chip that young Helfand designed. The chip was so secret that it was stored at Holder's house. Why would Holder's son betray him? And what does this mean for the Payne family? Young Helfand was breaking away from his father's company with his invention. Holmes investigates, starting with Holder's son. Holmes discovers that it was not Holder's son who betrayed him, but his daughter. Holder's son had discovered that Mary had given the chip to her unscrupulous boyfriend, who conned her into thinking it would be harmless. Arthur knew better, and to save Mary and his father, had wrestled the chip away from the cad - but George ran when Holder came upon them, so Holder never knew it wasn't his son that stole the chip. Sherlock recovers the stolen chip and even manages to find out who was behind its theft - Helfand Payne II! Payne didn't want his foolish young son to venture out into the business world alone, and in a misguided attempt to control him, took away his invention. All is made right and both families realize they have a lot more communicating to do!

**E/I Issue(s):** It's important to communicate honestly with your family and friends to avoid misunderstandings and hurt feelings. Trust should be the basis for these relationships, not secrets.

#### **SHC112**

#### **THE SECRET SAFE**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

There's been a break in at 10 Downing Street! Luckily, the thief was not able to find the secret safe, where Lord Devlin has hidden the top secret security plans. Only one of the Prime Minister's African dolls has been stolen from his collection. Still, Greyson is called away from his meeting with Lord Bork, the famous recluse millionaire to investigate. Beth also calls in Holmes, much to Greyson's disgust. Greyson himself will oversee getting the Prime Minister's doll returned. Lestrade carts Greyson around while Holmes and Watson investigate on their own. Holmes believes the safe was found, and the doll is just a decoy. His investigation unearths a criminal acrobat and that Devlin himself is involved - but who are they working for? And what is the strange connection to the recluse Lord Bork? Holmes deduces that Bork is none other than Moriarty, and the real Lord Bork is tucked away in hiding. Greyson is being duped! Holmes sets a trap and catches Devlin. Moriarty gets away, but the plans are recovered before he can get them and Greyson gets to return the precious doll to the Prime Minister.

**E/I Issue(s):** Jumping to conclusions can be hazardous. Thoroughly examine every angle of a problem. What or who you think is the problem can turn out to be the solution.

**SHC113****THE ADVENTURE OF THE MAZARIN CHIP**

*INSPIRED BY "THE ADVENTURE OF THE MAZARIN STONE" BY SIR ARTHUR CONAN DOYLE*

The Prime Minister is up in arms. The "Mazarin Chip", a top secret virtual reality chip, has been stolen. At the insistence of a memo from Lestrade, the PM contacts Sherlock Holmes about the case. But Beth never sent a memo... as Holmes already deduced. It's a trap, to get the Prime Minister and Holmes at Baker Street at the same time. Moriarty then descends upon them – to trap Holmes in a virtual prison and kidnap the Prime Minister. After he creates 10 Downing Street with the virtual chip, Moriarty can access all the Prime Minister's power. Unless Holmes can find him first. It's a race against time for Holmes to get out of his virtual prison and discover "where" Moriarty really is. Holmes does and frees the Prime Minister – but doesn't get the chip. Holmes uses Moriarty's trap against him – luring he and Fenwick back to Baker Street. Once Moriarty activates the chip, Holmes leaps in and commands "fireworks!" The flat fills with explosions! In the confusion, Holmes gets the chip... but Moriarty gets away.

**E/I Issue(s):** You shouldn't always believe what you see; sometimes the truth can be hidden. Look closely! The more eyes, the more likely the important clue will be found. Also, facts on Britain and the British political system.

**SHC114****THE ADVENTURE OF THE BLUE CARBUNCLE**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

It is Christmas in New London, and the whole city has gone mad for *the* hot toy to have, the Blue Carbuncle. It is a troll-like doll that can actually mimic a real person and communicate. Holmes is disgusted with the modern world's attempt to substitute machines for people. He doesn't realize he's hurt Watson's feelings. Beth arrives at Baker Street with one of the coveted dolls. She recovered it breaking up a mugging. They turn the doll on and it starts to talk – really talk. It is responding to things no one is saying, and coming up with its own very cheeky opinions. This is much more sophisticated than the dolls on the commercials. Holmes realizes this is no ordinary doll. Someone is after it – because of what is in it. An artificial life computer chip that truly gives sentient thought to robots! The maker of the chip hid it in one of the dolls when he realized that Professor Moriarty was closing in to use the chip to create a robot army of his own. But then the doll was carted off with dozens exactly like it! Both Moriarty and the creator have been looking for it since. Holmes uses the doll itself to bait Moriarty and discover the true maker of this very special doll. By the end of the escapade, Holmes has learned that it is the people who share your life that are your true friends, even if those people are machines on the outside.

**E/I Issue(s):** A true friend is found in the heart, not in the appearance.

**SHC115****THE RED-HEADED LEAGUE**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Holmes and Lestrade wait patiently at a stake out. The crooks show up, hauling cases up out of the sewer system. Beth takes off after them in hot pursuit – but she loses them when she rounds a corner and nearly crashes into a line of red-heads! The crooks knew the crowd would be there and they could get lost in it – so who are all these men? Holmes investigates the "coincidence". Turns out the newest member of the Red-headed League, Carter Wilson, has never met any other members. He's just happy to have landed the job – good thing for him that his new cook not only saw the ad but can cover the fish and chip shop while he makes the extra money. Another

coincidence. Holmes investigates the tangled web to see what connection the chip shop holds to the tunnel thieves – and to the National Art Gallery nearby. He and Watson go into the chip shop later that night – and discover art forgeries! After being trapped in the tunnel by the thieves, Holmes and Watson escape – and warn Lestrade that Moriarty has set up a trap. That night at the National Art Gallery, Moriarty plans to release a chemical he's has painted onto the art forgeries so that all the wealthiest people in the UK gathered there will fall helpless. He can then steal all their possessions and hold the nations' wealthiest recluse hostage. But Holmes foils the plan! The real art work is replaced and no one is hurt. And Carter Wilson even gets a "new" piece of artwork for his own Red-headed League!

**E/I Issue(s):** It is important to observe details because you need them to fit the theory or proposed explanation.

### **SHC116                      THE ADVENTURE OF THE DANCING MEN**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

The Cubbitts' have had a breakthrough in their underground farm- they have finally perfected a way to grow vegetables in any temperature and in a nearly airless vacuum. This discovery should bring great happiness to the world. But someone wants to use the discovery for their own means. Elsie is found unconscious next to the freezing chamber her husband is found in. Did he fall in, or was he pushed? And what are the significance of the e-mails Tennyson has found - stick figure drawings of dancing men? Holmes is on the case. Together with a little help from the Baker Street Irregulars, he deduces that the dancing men are a coded threatening message that Elsie's old boyfriend has been sending her - to give up the discovery in an attempt to aid rebel terrorists on the moon. When Elsie wouldn't give, he tried to take what he wanted by force - but Holmes has other ideas... He and the Irregulars plant a trap, Abe Slaney is brought to justice and Elsie and her husband are left alone to live their lives peacefully helping others.

**E/I Issue(s):** Two heads are better than one... and three or four are even better. Bringing together several people with different perspectives, knowledge and skills is the best way to generate and test plausible solutions.

### **SHC117                      THE ADVENTURE OF THE SECOND STAIN**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Mark Trenton opens the secured, futuristic briefcase handcuffed to his wrist and gasps in horror. The top secret holodisk containing Global Intelligence's master security code is gone! In a panic, he reports back to Global Intelligence headquarters and his boss, Lord Bollinger. A Level Five Global Alert is called. But no one can know the code has been stolen, not even New Scotland Yard. So, Sherlock Holmes is called onto the case. Did Trenton steal the code and sell out his country? And what part did his wife, Heather, play? Holmes sets out to question Trenton's partner and best friend, Edward Lucas, when the man reveals a secret he was not supposed to know. Edward's apartment has been ransacked – who was there and what were they looking for? Holmes notices two stains on the floor – someone has moved the carpet! He rolls back the carpet and finds the disk – then sets a trap to catch the thief. To Watson's surprise, it is Mark's wife, Heather! Heather was tricked by Edward Lucas – he told her the disk contained lies that would ruin her husband. To save him from a false accusation of treason she unwittingly helped Edward Lucas commit treason. But all is not lost – when Edward shows up demanding the disk

Holmes uses a decoy – and catches the real thief before her can bring the disk to his boss - Moriarty.

**E/I Issue(s):** Small mistakes can reveal large deceptions. Look closely for what doesn't fit.

### **SHC118**                      **A CASE OF IDENTITY**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Lestrade is hot on the heels of a runaway suspect. She's bottled him up and is about to snag him when another police craft appears out of nowhere. She avoids the crash but her collar gets away. Who is this idiot fellow cop who so clumsily got in her way? Constable Abner Angel, at your service. Greyson has assigned her a partner to try to keep her in line and by the books. Lestrade is furious. Her partner tags along after her on her investigation of the near robbery of the Crown Jewels at the Tower of London. To Holmes' interest, Abner seems to be popping up at all the crime scenes – a little too on top of things. After Tennyson notices that Abner is adept at a computer game, which Abner strangely denies, the pieces fall into place. Abner is at all the crime scenes because he is the real criminal. Holmes sets a trap right in the heart of New Scotland Yard and nabs the so-called "partner"!

**E/I Issue(s):** Check and verify your facts before acting or forming an opinion. Emotions, preconceptions, and biases can keep you from thinking logically, even blind you to the correct solution. Also, some educational tidbits in the field of Zoology.

### **SHC119**                      **THE ADVENTURE OF THE ENGINEER'S THUMB**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Victor Fatherly is a bio-engineer whose work on a new blood regenerator could revolutionize organ transplant work – if his competitor Michael Wooten doesn't beat him to it. Someone has stolen Victor's invention. But how? The safe his invention was in is protected by a biometric security system. Only Victor's thumbprint and DNA signature can open it. The same is true of Michael's system, only he uses his eyes as the key. So how were the systems broken into? And what is Fenwick's connection in all this? Holmes investigates and discovers that Fenwick has lured Victor's girlfriend to betray both Victor and Michael. She obtained DNA from both men and Fenwick gruesomely engineered a cloned thumb and eyes to get in! He is using the blood regenerator to make monstrous amounts of cloned organs. Holmes and our heroes burst in on the Frankenstein-like warehouse and foil the plot.

**E/I Issue(s):** When solving a problem, break it down into smaller, more manageable components, then solve each one of them in turn.

### **SHC120**                      **THE MAN WITH THE TWISTED LIP**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Lois St. Clair speaks with her husband over breakfast. He seems nervous and tells her to close the blinds. She tries to console him, but suddenly he screams at an unseen man. "They're coming for me", he shouts. She reaches out her hand, and he vanishes! Holmes comes to investigate, and learns that Neville, whose alleged death is an unsolved case, never died at all. He went into hiding over his gambling debts, and Lois was talking to him via holophone. But now she really does fear for his life – what if his debtors have found him? Holmes investigates this second, seemingly genuine disappearance. But Neville is not hiding due to gambling debts. He has fooled his wife to try to save her. Neville is an undercover agent who infiltrated a crime

ring. When they discovered him, he fled. It's up to Holmes to find this master of disguise before the secret crime rings does.

**E/I Issue(s):** A life of deception can get out of control. Not telling the truth to avoid difficulty only makes things worse.

#### **SHC121**

#### **SILVER BLAZE**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

The fastest space ship has been stolen! Silver Blaze has gone missing just after it won the first round in the International Space Grand Prix. The team behind it, the owner, Colonel Ross and the pilot, John Straker, won't be able to compete in the big race. They've lost out on their one chance to claim the cash prize and get rich. Who has stolen it? The competing team's owner, Mapleton - to ensure his ship's victory? Or Ross himself, to collect the guaranteed insurance money rather than risk not winning the race? Sherlock investigates, and discovers that is neither man - it is instead the pilot Straker! He has stolen Silver Blaze using clever space holograms - he even uses a hologram of a war ship frightening enough to convince the shuttle with the prize money to give up the cash. He takes off in Silver Blaze with the prize money - how will they ever catch him? Silver Blaze is the fastest ship! But Holmes uses the hologram trick against Straker - planting holograms of asteroids to slow down and confuse him until finally he ejects from Silver Blaze. The thief is captured and Silver Blaze is found in time for the race.

**E/I Issue(s):** Do not accept convenient answers at face value. Build alternate hypotheses, theories or scenarios, and test each one for correctness.

#### **SHC122**

#### **THE ADVENTURE OF THE DERANGED DETECTIVE**

*INSPIRED BY "THE ADVENTURE OF THE DYING DETECTIVE" BY SIR ARTHUR CONAN DOYLE*

Lestrade has called Holmes out on a lovely evening for what appears to be an amateur burglary job that she's cracked. However, when Holmes and Watson arrive at her apartment, the place is ablaze and Beth is out of control. She attacks them both, then leaps off of her balcony and escapes into the night. What has caused her to go crazy? Holmes retraces the path of Beth's investigation, and winds up receiving a mysterious Chinese puzzle box. Shortly after he gets the package, he too appears to go mad - but in this case, Holmes has cleverly faked insanity to ferret out the true villain's identity - a neurosurgeon at the Midgard Asylum who has injected Beth with tiny nanobots to control her mind and stop her investigation. Holmes confronts the good doctor and has to contend with the crazed Beth - who comes to her senses just before she unwittingly terminates Holmes!

**E/I Issue(s):** Ask the right questions - specific ones - that refine the search. The examination of small, seemingly unimportant details can be the key to solving problems. Also, a look into the future, burgeoning real life science of microscopic machines: Nanotechnology.

#### **SHC123**

#### **THE ADVENTURE OF THE SIX NAPOLEONS**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Lestrade races through the city after a rouge dragster, when he suddenly vanishes! Greyson tells her to forget about the dragster and get over to Pomiero Touring Club. There's been an attempted theft of a Napoleon Excelsior. Our heroes head over - the craft hasn't been stolen, but a pile of the expensive gems that adorn the side have been ripped off. But the thief didn't take the gems either - why not? Holmes investigates this crime - who did it, but more importantly,

what were they after? He calls on the son of the late inventor, Phillipe Napoleon. The son tells him just before his father died he made two thousand of the crafts. They were only one of his many inventions, in his quest to discover an unlimited power source. But he died before he was finished – driven to an early death by the pressure of his business and terrible arguments with his partner, Sam Timbol. But Timbol's long gone too – or is he? Holmes is on the case. He tracks Timbol and the remaining Napoleon's until he discovers what Timbol is after – one of the gems on one of these cars is actually the unlimited power source Phillipe invented! Holmes traps Timbol by deducing which of the vehicles has the special gem and captures his man.

**E/I Issue(s):** Don't jump to conclusions. Get to the bottom of it, don't just pick the first explanation that feels right. Use your eyes. Use your brain!

#### **SHC124**

#### **THE MUSGRAVE RITUAL**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

The Musgrave Sword has been stolen from the British Museum - but why? Priceless jewels and works of art were left untouched, but the rusty ancient sword is gone. Sherlock Holmes is called onto the case. It's obvious to him that the thief prized the sword above all the other objects, so it must have a worth that is not immediately obvious. The Irregulars purchase a cheap plastic souvenir version of the sword in the gift shop. There is a riddle on the sword, but what does it mean? Holmes realizes that the sword itself was forged from a meteor that fell to earth centuries ago. The Musgraves believed the meteor had special properties. It turns out they were not far from wrong - the meteor was made from neutro-matter, which can sustain energy between matter and anti-matter - a powerful weapon indeed. And Moriarty has it! Holmes realizes that Moriarty is after the meteor itself, and tracks the villain to the site of the ancient Musgrave family seat which is now a huge tower in the heart of the city. The sword is recaptured but Moriarty and Fenwick escape into the depths of the underground. Who knows what perversions of science they will try next - and Sherlock Holmes will be there to stop them.

**E/I Issue(s):** Those who do not study history are doomed to repeat it.

#### **SHC125**

#### **THE ADVENTURE OF THE CREEPING MAN**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

Beth has been invited for a weekend in the country to attend to the wedding of her best friend's father, kindly old Professor Presbury. But all in the quiet house are awakened by Alice's screams in the night! Alice has seen a monstrous sight – a sort of gorilla with the Professor's face. Beth calls Holmes and Watson in to help investigate. The Professor's hairs are found outside the window. Is it Edith, his daughter, trying to scare Alice off because she thinks Alice is only after her father's money? Or is the Professor going mad? Trevor Bennett, the Professor's assistant, confides to Holmes that he is worried about the old man. The Professor has been showing signs of extreme strength and fits of rage. Holmes investigates and finds rare stolen monkeys hidden in a secret cellar – and then he is attacked by some kind of man beast. Watson believes the Professor has been injecting himself with the monkey DNA. But Holmes will not leap to conclusions. He pushes on – until Trevor finally cracks at the wedding. When the Professor shows up transformed into a monstrous gorilla man, Trevor tips his hand. He has done this to Professor in order to scare Alice into his own arms. But true love conquers all – Alice

doesn't abandon her sweetheart but tries to help him, proving to Edith once and for all that she really does love the Professor. And Trevor Bennett gets carted off to jail.

**E/I Issue(s):** Don't let preconceptions or biases color the facts or determine which facts you consider.

## **SHC 126**

### **THE SIGN OF FOUR**

*INSPIRED BY SIR ARTHUR CONAN DOYLE*

A troubled young woman appears at Holmes' door. She has received a mysterious letter - inside it is a shuttle ticket to the moon, an urgent message that she has been done a great wrong and must fly there at once, and a beautiful ring. Holmes agrees to accompany her to the moon, to solve the mystery and protect her if there's any danger. They travel to the moon and meet Thad Shalto - he sent Miss Morstan the ring once he discovered that 20 years ago, her father and his father had discovered a lode of valuable Copernicans in their mine. Miss Morstan's father was lost when the mine caved in during a moon quake. But Thad wanted to share the gems with her, even though his greedy brother did not. When Thad brings them back to the mine, and goes to get Edward, there's a terrible struggle and someone shoots a hole in the mine's protective dome. Was it Edward? Or, was it Thad, as Edward's frightened 911 call to the Lunar Police stated? With both brothers in suspended animation in airpods, no one knows. Holmes investigates the mine itself - and discovers a third person - someone living in the mine itself! The old man turns out to be none other than Morstan himself - Miss Morstan's father! He did not die after all, but awoke after 20 years in suspended animation to discover the boys fighting over his gems. He blew up the mine cover, not realizing that his own daughter was inside and that the brothers were planning on sharing the gems with her as he had wanted. All is brought to light, father and daughter are reunited, the gems are fairly shared and the two brothers make up - and Holmes brings the 20 year old mystery to an end.

**E/I Issue(s):** It's foolish to rely on unchecked reports. Verify your facts; someone may have made an incorrect assumption or may have misinterpreted the evidence.